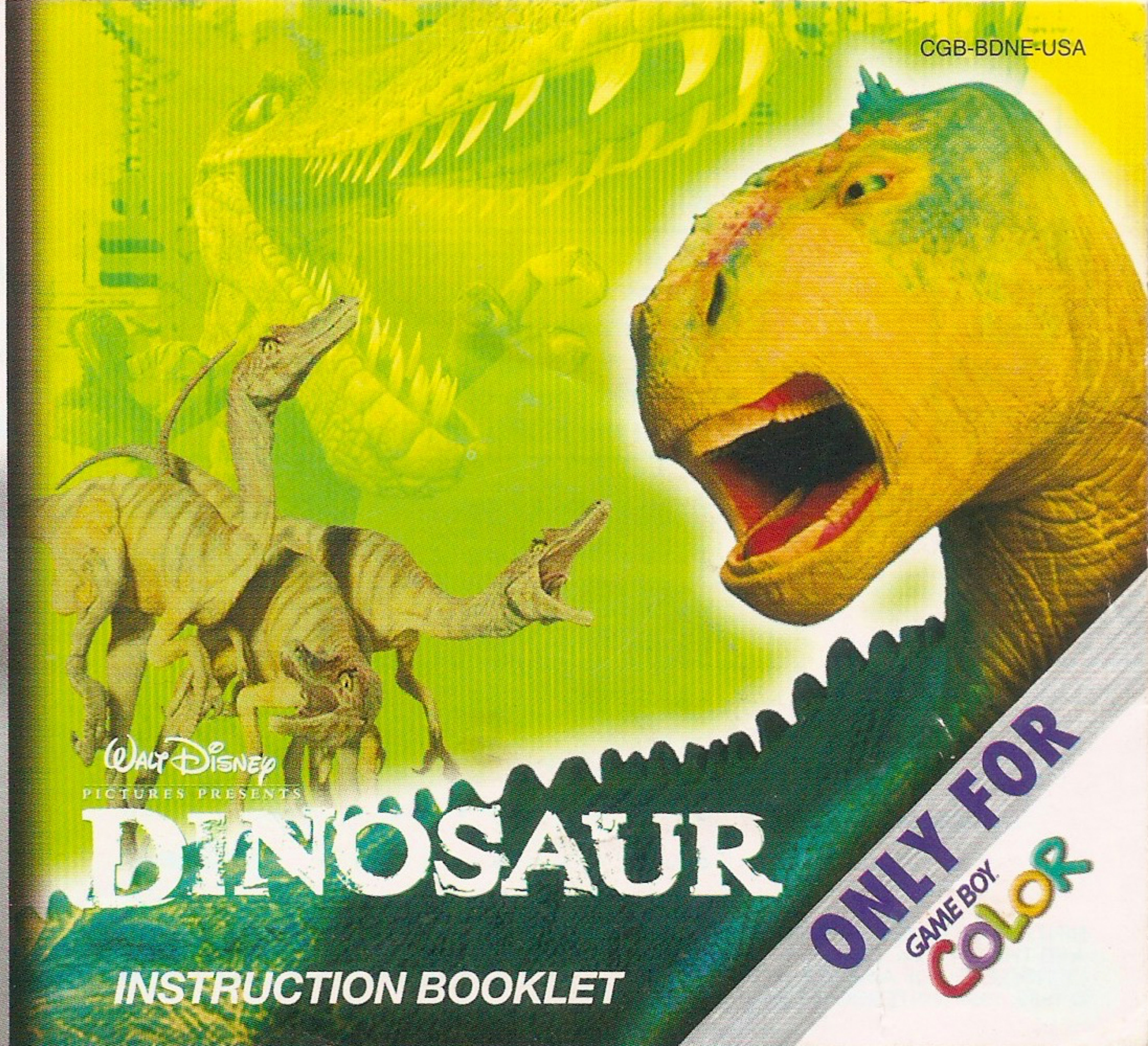
Nintendo

GAME BOY COLOR

CGB-BDNE-USA



Walt Disney PICTURES PRESENTS

DINOSAUR

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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Introduction

Long ago, but not so far away, a herd of plant-eating dinosaurs gently awaits the yearly hatching of their eggs. However, danger lurks everywhere in this prehistoric world. One day, a bloodthirsty Carnotaur invades their protected Nesting Grounds. Most of the herd escapes, but many of the eggs are destroyed.

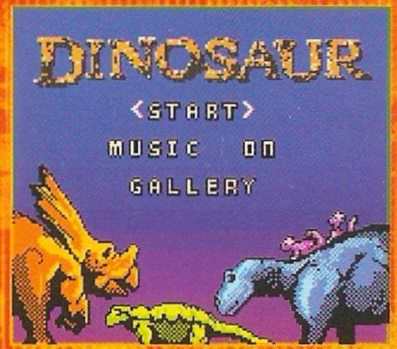
One egg survives. Stolen by a ravenous Oviraptor, it begins a long journey over land and sea. The voyage ends as the mysterious egg falls through a cluster of trees on a lush island paradise. The island is home to a peaceful clan of lemurs who wonder what sort of monster might hatch from this egg. Within moments, their questions are answered as an adorable baby dinosaur breaks out of the egg. Quickly softening the hearts of the lemurs, the baby is adopted into the lemur family. They name him Aladar.

Many years pass, and Aladar grows up happy on his island paradise. His family includes the lemurs' patriarch Yar, Yar's daughter Plio and granddaughter Suri. He also has a best friend, Zini. It is here that our story begins.

Starting the Game

1. Make sure the POWER is off on your Game Boy Color.
2. Insert the Disney's Dinosaur Game Pak into the Game Boy slot as described in your Nintendo Game Boy Color instruction manual.
3. Turn the POWER switch on.
4. When the Disney's Dinosaur title screen appears, press Start to continue.

Main Menu



Use the Control Pad Up/Down to move the brackets and highlight your selection. Press the A Button to make a selection.

Start: Start a new or saved game.

Music: Turn the music on or off.

Gallery: View pictures of the characters from the game. You can also print them on your Nintendo Game Boy Printer.

Controls

Main Map Controls

A Button	Press to move to the next level.

Game Screen Controls

A Button	Use your character's special move.
B Button	Activate an action within the environment. Look for these special symbols as spots to activate.
Control Pad	Move your character.
Select	Go to the Health Menu.
Start	Go to the Pause Menu.

Menu Controls

Up/Down	Move the brackets to highlight your selection.
A Button	Press to make a selection.

Health Menu

If one of your herd is in need of some restored health, just go to the Health Menu by pressing Select during the game. Choose the herd member you would like to help and hit the A Button to restore them to full health by using one of the red flowers you have collected.

Pause Menu

Resume Play– Return to your game in progress.

Save Game– Save your current progress in the game.

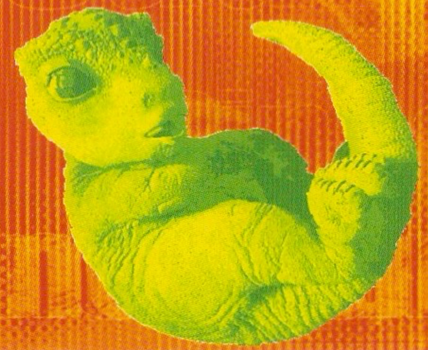
Load Game– Load a previously saved game.

New Game– Return to the main menu where you can start a new game.

Erase Game– Erase one of your saved games.

Load Game and Saved Game Menus

- You can save your game at any time during the level.
- If you have previously saved a game, select it from the Load Game Menu to resume play.
- If you would like to save your current game, select one of the 3 Save slots and hit the A Button.
- If there is currently a saved game in that slot, your new game will save over it.
- Select Cancel to return to the previous screen.
- Select New Game to start a game from the beginning.



Collectibles

Health Flowers

Collect these as you play. They will restore damaged herd members to full health, so remember to use them only when a herd member is totally out of health. Be sure to look in hidden places for flowers.

Baby Dinosaurs

There are a number of baby dinosaurs that have gotten separated from the herd. Rescue them to add to your point score and to be a good friend as well.

Point Flowers

Collect these to add to your score.

The Game Screen

The bottom of the screen shows the current status of your herd. An arrow will appear above the herd member you currently have selected. Each herd member's icon will change color as they lose health. Green indicates that you are at full health. Yellow shows partial health. A red icon indicates a herd member that is out of health.

The red flower on the bottom right of the screen shows how many health flowers you have collected.

Switching Herd Members

Each of your herd members has different skills needed to complete the levels. Find one of these Gather Herd icons if you want to switch to a different herd member. Stand on the icon and press the B Button. Then use Up/Down on the Control Pad to choose your next herd member. Press the A Button to make your selection.

The Gather Herd icon can also be used to make sure all your herd members have followed along. Stand on the icon and press the B Button. If your herd can follow you to that point, they will.

If one of your herd members is damaged, you will restart at the last Gather Herd icon that you activated.

Your Dinosaur Herd

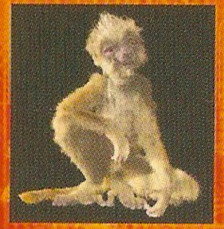
ALADAR – Confident and charismatic, Aladar, the Iguanodon, uses his brains, instinct and compassion to lead his family to safety.

Aladar's Special Skills

Swimming – Aladar is the only member of the herd that can enter water safely.

Pushing/Pulling Rocks – Use Aladar to move rocks to open passageways or reveal hidden items by pressing the A Button and Right or Left on the Control Pad. Push against a rock to have Aladar grab it. Then, push Right on the Control Pad to push the rock forward or push Left on the Control Pad to pull the rock back.

Pushing Enemies – Aladar can keep Velociraptors away by pushing them. He can destroy the Velociraptors if he pushes them over a cliff or into lava. Press the A Button to use this action.

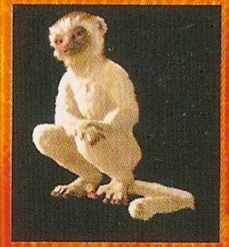


ZINI – Aladar's pal fancies himself a "ladies' lemur" but he's not as successful as he imagines. Zini is eager to help out but sometimes his clumsiness causes trouble.

Zini's Special Skills

Running – Zini is the only member of the herd who can move extremely fast. Use Zini's speed bursts to get past enemies or obstacles by pressing the A Button as Zini is running.

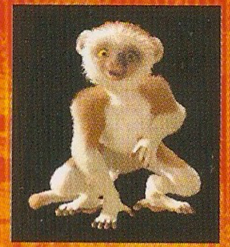
When Zini is selected, his run meter will appear on the status bar as a circle. The meter will change from green to yellow to red as Zini gets tired from running. To recharge the run meter, Zini needs to stop and rest for a moment.



PLIO – Plio is a natural peacemaker and mother. She adopted baby Aladar and raised him as part of her lemur family.

Plio's Special Skills

Jumping – Use Plio to jump across crevices and chasms by pressing the A Button and using the Control Pad to direct the jump. For longer distances, be sure to get a head start with a running jump and hold the A Button down.



SURI – An energetic young lemur, eight-year-old Suri loves having Aladar as her older brother.

Suri's Special Skills

Climbing – Look for special spots on the sides of plateaus and hills that Suri can climb up. Just press Up on the Control Pad and she'll start climbing.

Swinging – Suri is the only member of the herd that can swing on vines. Just press the A Button to grab on to a vine. Press the A Button again to release the vine, or jump from vine-to-vine. Use the Control Pad to direct Suri's landing as she jumps off a vine.

EEMA – An older and experienced Styracosaur, Eema is a bit slow moving, but her sassy attitude and decades of experience help Aladar and the others.

Eema's Special Skills

Destroying Rocks – Use Eema to break rocks to bust through barriers or reveal hidden items by pressing the A Button.

Pushing Enemies – Eema can keep Velociraptors away by pushing them. She can defeat the Velociraptors by pushing them over a cliff or into lava. Press the A Button to use this action.

URL – Eema's pet Ankylosaur. Url is like an old, loyal family dog.

Url's Special Skills

Defeating Enemies – Url has a special spinning tail move that he can use to protect his adopted family. Press the A Button to start Url spinning. Use the move to defeat the Velociraptors and other enemies.

Teeter Totters

Lemurs and dinosaurs work together to activate the Teeter Totters found in some of the levels. Place a lemur on the icon beside the Teeter Totter. Then, use a dinosaur to launch the lemur from the Teeter Totter by lowering the raised end.

Enemies

Carnotaur

These bloodthirsty predators will stop at nothing as they stalk the migrating herd headed toward the Nesting Ground.

Mosasaurus

A crocodile-like dinosaur found in the water.

Pteranodon

A flying enemy found mostly in the higher elevations.

Velociraptor

Constantly stalking the herd, these vicious meat-eaters are always out to attack the herd.

The Levels

Island 1, 2, and 3

Once a paradise of beauty and safety, the island is about to be destroyed. Aladar must find Zini, Plio and Suri and escape the island.

Beach 1 and 2

Unseen, underground enemies and unpredictable twisters make crossing the beach extremelly perilous. Aladar and the lemurs need to find Eema and Url somewhere amidst the sands.

Desert 1, 2, and 3

Suri's swinging and Plio's jumping will be very useful as the heard makes it through the burnt out desert.

Storm 1, 2, and 3

Flying Pteranodons, dropping fireballs and collapsing ledges make the Firestorm area a treacherous zone for dinosaurs and lemurs alike.

Heights 1, 2, and 3

Eema's ability to push rocks will come in very handy in these mountains.

Lava 1, 2, and 3

The herd must survive the treacherous lava filled rivers and chasms. Beware of hungry velociraptors.

Night 1, 2, and 3

Eema and Aladar must work together to clear paths and guide the herd through the darkest of nights.

Cave 1, 2, and 3

Stalactites fall from the cave ceilings, stalagmites burst from the cave floors, lava is bubbling from the earth's core and gaseous mushrooms occasionally explode. So making their way to the end of these underground mazes could prove deadly to the herd.

River 1

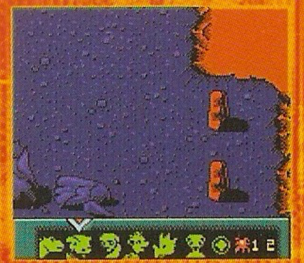
Beware of the Mosasaurus' that lurk in this river.

Home 1, 2, and 3

The herd has almost made it, but they must find their way through the Nesting Grounds without falling prey to the Carnotaurs before they can truly reach safety.

End of Level Gates

Look for these gates to guide you to the end of each level.



Score Screen

Bonus – Earn 1 point for each white flower you find, 5 points for each baby dinosaur you rescue and 5 points for each member of your herd that you find.

Defeated – Earn 1 point for defeating Velociraptors and other enemies.

Speed – Finish the level quickly for a time bonus. You can earn up to 10 points for a very quick completion.

Score – Tally's up your score for the game.

Print – Select print if you would like to print your final score screen on a Nintendo Game Boy Printer.

Done – Return to the Main Menu.

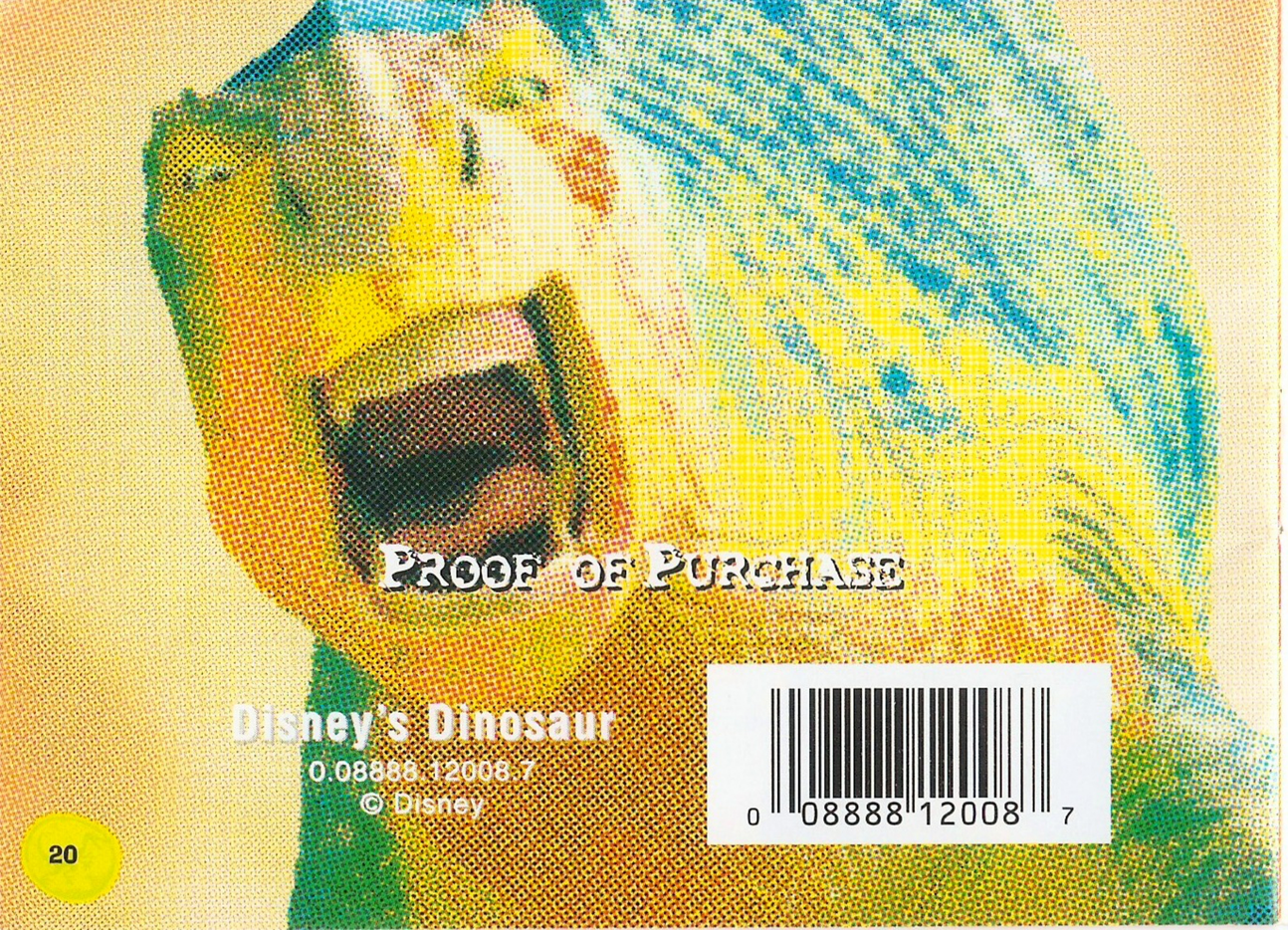
Game Over

All members of the herd are needed to find the Nesting Grounds and safely stay until the new eggs are hatched. If one of your herd members loses all their health, and you do not have any red flowers to restore them, the game will be over.

Gallery

This feature allows you to print pictures of your herd members on the Nintendo Game Boy Printer. Be sure to connect the Printer to the Game Boy Color as described in your Nintendo Game Boy Printer instruction manual.

Choose a picture by scrolling Up or Down and pressing the A Button to make your selection. Select Print and press the A Button to print your picture, or select Back and press the A Button to return to the previous menu.



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UBI SOFT ENTERTAINMENT, INC. 625 Third Street, 3rd Floor - San Francisco, CA 94107 Tel: 415-547-4000

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625 Third Street, 3rd Floor - San Francisco, CA 94107
www.ubisoft.com
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